Myth ADVENTURES!

WARP GRAPHICS 1

$1.50
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WARP WORDS

And baby makes three.

Welcome to the first issue of the third WaRP Graphics title **MYTHADVENTURES.** Actually, if I am going to be historically accurate, I have to say that the title **was** originally "The Mythadventures of Aahz and Skeeve," which is more descriptive, but difficult to fit on a cover. It also sounds like too many 1950s television situation comedies.

Looking back over WaRP's publishing history, I discover an interesting but serendipitous sense of disorder about the magazines we're putting out. **ELFQUEST,** of course, was the flagship title, born of Wendy's desire to tell a story she'd been nurturing for years. We cut our teeth on **EQ**, as it were. Then came **A DISTANT SOIL**, a concept and a package by Colleen Doran that I discovered at a science-fiction convention. I hadn't been looking seriously for new ventures until **ADS,** but it decided me to look into branching out.

MYTHADVENTURES is WaRP's first adaptation of an already existing work of fantasy. Those of you who know of the "Myth" series by Robert Asprin ("Another Fine Myth," "Myth Conceptions," "Myth Directions," "Hit or Myth" - begin to get the idea?) already have half an idea of what you're in for (those of you who haven't read these books yet, I recommend them highly). Why only **half** an idea? Because you haven't yet seen the Phil Foglio artwork, graced by Tim Sale's inking, that helps propel this graphic tale. When Bob suggested that WaRP adapt his books into comic form, and when I had the commitment from Phil for the art, I knew a winning, synergistic combination had walked up to me and said "Hi!"

So what's it all about? Well, Aahz is a demon and Skeeve is a sorcerer's apprentice, and that's all I'll say. Read **MYTHADVENTURES** on the surface and you will have a wonderful frolic. Go deeper, however, as the series progresses, and you'll discover - all **sorts** of things!

Read. Enjoy. And for Garkin's sake, let us know your reactions! After all, we have to have material for the letters page in issue #2, right? So send your words to: **MYTH PRINTS, 2 Reno Road, Poughkeepsie, NY 12603.** We'll be looking to hear from you.

See you in 90!

Richard

YOU HAVEN'T BEEN PRACTICING, SKEEVE.
I HAVE TOO! LEVITATION IS A DIFFICULT EXERCISE.
EXIT
IT'S WOBBLING! YOU AREN'T CONCENTRATING.
IT'S THE WIND!
...FROM YOUR LOUD MOUTH, OH MASTER GARKIN.
Part 1:
Hello, I Must Be Going"
CREATED AND PLOTTED BY - ROBERT ASPRIN
ADAPTED, PENCILLED AND FINISHED BY - PHIL FOGLIO
INKED BY - TIM SALE
LETTERED BY - M. LUCIE CHIN
EDITED BY - RICHARD PINI

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THE WIND...?

NOW PAY ATTENTION, DOLT!

ZOK!

POW!

ZING

ZING

ZING

ZING

ZING

AK!

SEE?

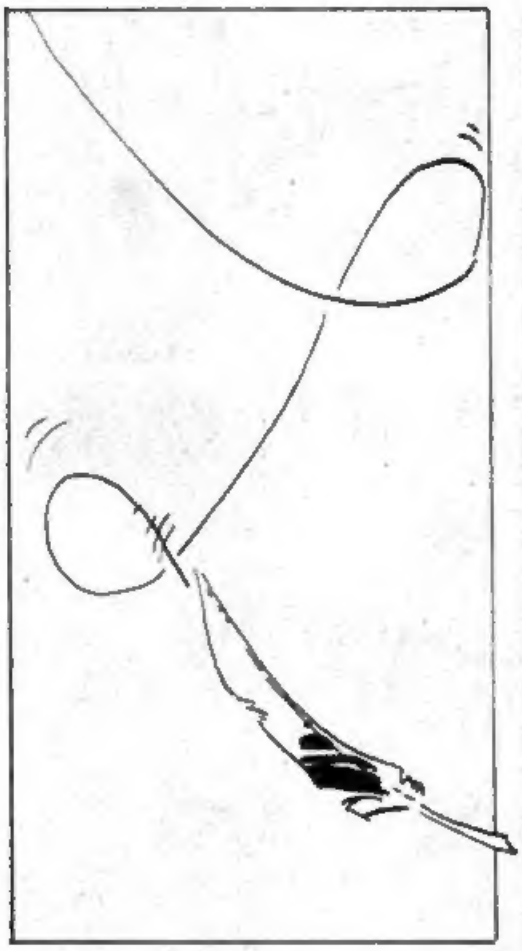
PERHAPS YOU JUST NEED INCENTIVE...

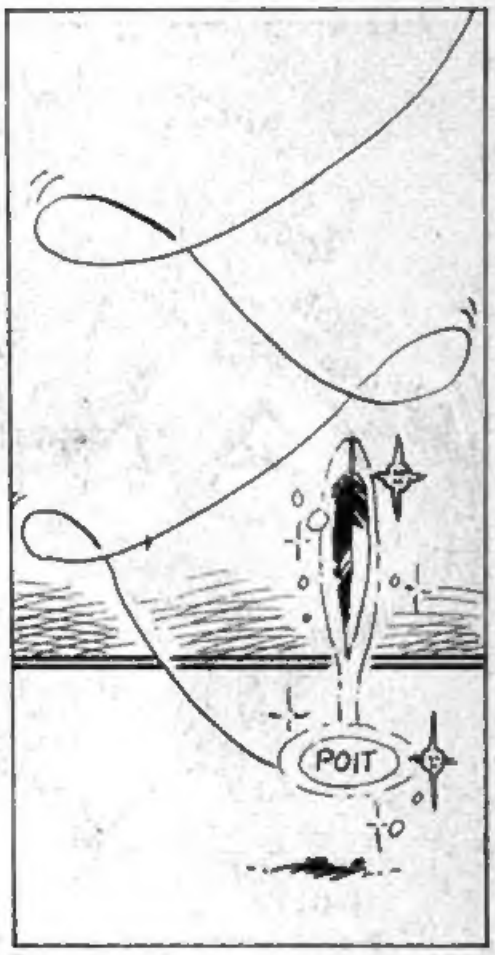
HUNGRY?

SHOW ME HOW MUCH YOU'VE BEEN PRACTICING.

VORP!

... DON'T LET IT HIT THE FLOOR

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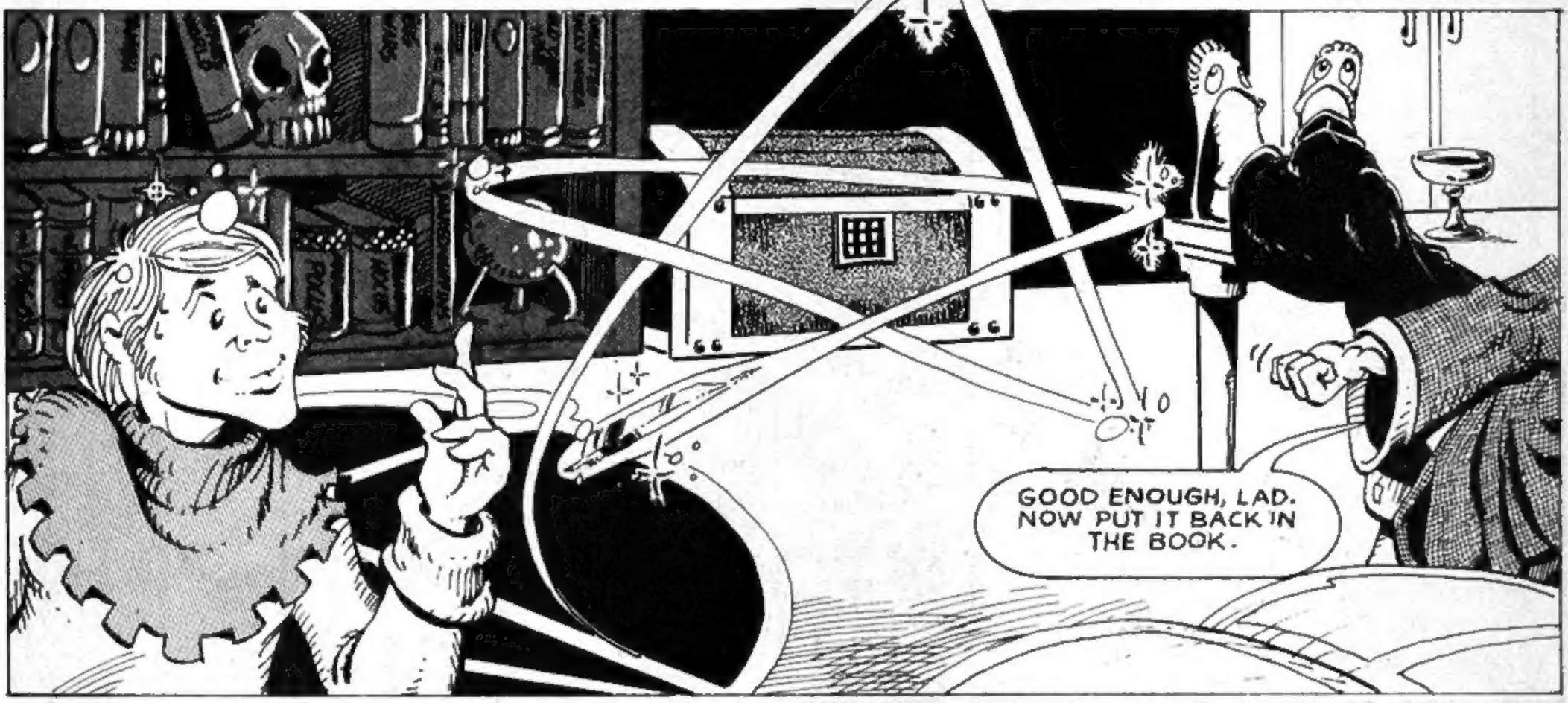
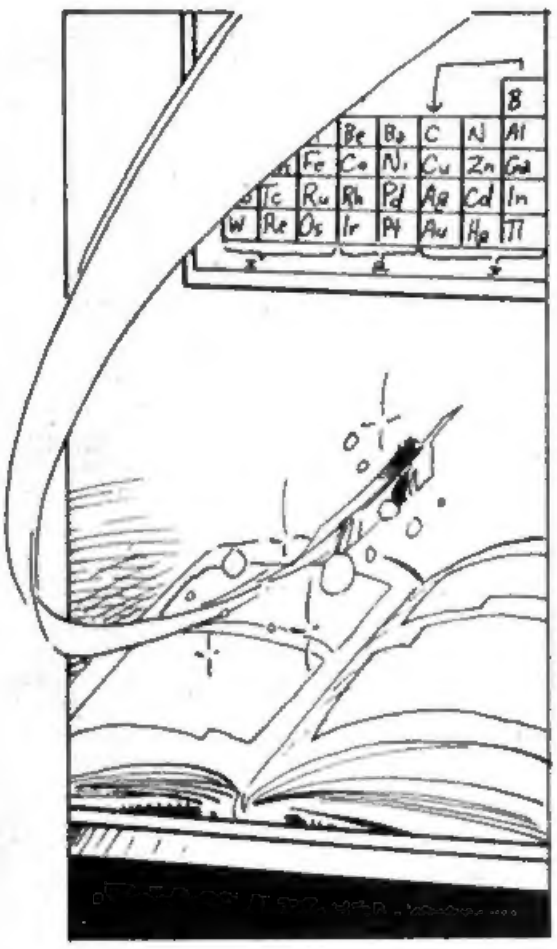

GOOD ENOUGH, LAD. NOW PUT IT BACK IN THE BOOK.



CHOMP!

HUMPH! A TRIFLE SHOWY –
BUT EFFECTIVE.

JUST A LITTLE SOMETHING I WORKED UP WHEN I WAS PRACTICING.

NOT SO FAST. SO, YOU'VE BEEN PRACTICING, EH?

ZOK

CERTAINLY.

DIDN'T IT SHOW?

IN *THAT* CASE, I'D LIKE TO SEE YOU LIGHT YOUR CANDLE.

NOT THE CANDLE.

IT SHOULD BE EASY IF YOU'VE BEEN PRACTICING AS MUCH AS YOU CLAIM.

OOOH

BUT YOU'VE SAID YOURSELF SOME LESSONS ARE EASIER THAN OTHERS.

LIGHT IT!

IT OCCURS TO ME THAT I COULD PROBABLY CONCENTRATE BETTER ON A FULL STOMACH.

IT OCCURS TO *ME* THAT YOU ARE STALLING.

COULDN'T I—

NOW, SKEEVE!

GODS - I ***HATE*** THIS CANDLE.

SIGH···

HOW DOES GARKIN ***DO*** IT? HE MAKES IT LOOK SO ***EASY.***

HE ***NEVER*** STRAINS···MAYBE THAT'S IT··· ***NAH*** - TOO EASY··· BUT···

F·T·Z

EXCELLENT, LAD!

POOF

BUT- IT WENT OUT.

NEVER YOU MIND THAT. YOU LIT IT!

YOU HAVE THE CONFIDENCE NOW— NEXT TIME IT'LL BE *EASY!* BY THE STARS, WE'LL MAKE A MAGICIAN OUT OF YOU YET!

NOW EAT!

I'LL ADMIT I WAS BEGINNING TO DISPAIR, LAD. WHAT MADE THAT LESSON SO HARD? HAS IT OCCURED TO YOU THAT YOU COULD USE THAT SPELL TO GIVE YOU EXTRA LIGHT WHEN PICKING A LOCK? OR EVEN TO START A FIRE TO SERVE AS A DIVERSION?

I THOUGHT ABOUT IT. BUT EXTRA LIGHT MIGHT DRAW UNWANTED ATTENTION. AND A FIRE, WELL, THAT COULD HURT SOMEONE...

...AND I DON'T WANT TO HURT

WHOOPS.

SMAK!

I THOUGHT SO!!

YOU'RE *STILL* PLANNING TO BE A *THIEF* – TO USE *MY* MAGIC TO *STEAL!*

WHAT OF IT?! IT BEATS STARVING. WHAT'S SO GOOD ABOUT BEING A MAGICIAN, ANYWAY?

IT WAS GOOD ENOUGH FOR YOU WHEN THE WINTER DROVE YOU OUT OF THE WOODS TO STEAL – "BEATS SLEEPING UNDER A BUSH," YOU SAID.

IT **STILL** DOES – THAT'S WHY I'M HERE. BUT HIDING IN A HUT IN THE MIDDLE OF THE WOODS ISN'T MY IDEA OF A FUTURE. YOU WERE LIVING ON ROOTS AND BERRIES UNTIL *I* CAME ALONG AND STARTED TRAPPING MEAT FOR THE FIRE.

MAYBE THAT'S YOUR IDEA OF A WONDERFUL LIFE ... BUT IT'S NOT *MINE!!*

PERHAPS YOU'RE RIGHT, SKEEVE.

PERHAPS I'VE BEEN SHOWING YOU ALL THE WORK OF MAGIC, BUT NONE OF THE REWARDS.

I FORGET HOW SUPPRESSED MAGIC IS IN THESE LANDS.

YOU SHOULD KNOW THAT NOT ALL LANDS ARE LIKE THIS ONE.

NOR WAS I ALWAYS AS YOU SEE ME NOW.

THERE A SKILLFUL MAGICIAN WHO KEEPS HIS WITS ABOUT HIM CAN REAP A *HUNDRED* TIMES THE WEALTH YOU ASPIRE TO AS A MERE THIEF.

AND POWER...

SUCH *POWER* THAT...

IN PLACES WHERE MAGIC IS RECOGNIZED INSTEAD OF FEARED, IT IS RESPECTED AND COMMISSIONED BY THOSE IN POWER.

AH, YES – BUT YOU AREN'T IMPRESSED BY WORDS, ARE YOU, LAD? COME. I'LL GIVE YOU A DEMONSTRATION OF THE POWER YOU MAY SOMEDAY WIELD.

IF YOU PRACTICE YOUR LESSONS, THAT IS.

EVEN DEMONSTRATIONS SHOULD PROVIDE A LESSON. CONTROL, SKEEVE.

CONTROL IS THE MAINSTAY OF MAGIC.

OIL of SNAKE

POWER WITHOUT CONTROL INVITES DISASTER.

THAT IS WHY YOU PRACTICE WITH A FEATHER, THOUGH YOU ARE ABLE TO MOVE MUCH LARGER AND HEAVIER OBJECTS.

CONTROL.

EVEN *YOUR* MEAGER POWERS WOULD BE DANGEROUS UNLESS CONTROLLED.

...AND I WILL NOT TEACH YOU MORE UNTIL YOU'VE *LEARNED* THAT CONTROL.

TO DEMONSTRATE I WILL NOW SUMMON FORTH A **DEMON.**

HE IS POWERFUL, CRUEL, VICIOUS AND WOULD KILL US BOTH IF GIVEN THE CHANCE. YET DESPITE THIS WE NEED NOT FEAR HIM...

BECAUSE HE WILL BE CONTROLLED.

HE WILL BE UNABLE TO HARM US AS LONG AS HE IS CONTAINED *WITHIN* THAT PENTAGRAM. BUT IF WE SHOULD LOSE THAT PROTECTION...

WHAT DO YOU MEAN *IF?!*

NOW WATCH, SKEEVE—YOU'LL LEARN MUCH IF WE SURVIVE.

WHAT DO YOU MEAN IF?!

ISSTVAN SENDS HIS GREETINGS, GARKIN.

AK!

IT HAS BEEN A LONG HUNT.

NOT NOW, YOU FOOL!

YOU'VE HIDDEN YOURSELF WELL— BUT DID YOU REALLY...

YOU DARE!!

...HOPE ...TO... ESCAPE?

VADABLAM!!

TWANG!

G··· GARKIN···

SSSSSSS

GARKIN I···

GARKIN!

···THE PROTECTIVE SPELL···!

OH NO.

YAA!

BASH

CRASH!

SMASH
BANG

BONK!

eee!!

THUMP

SMAT!

TINK
TONK

Boo!

GAAAH!

RAAH! HA HAHA HA HA HAHA HA!! HO HA HAW HA HA HAA HA HA! HEEH

HAH HA HAAH! HOOO HA! HAR HA HAAAH! HAW HEE HAAA HUGH HOO

A-HA WHOOO — YOU REALLY BOUGHT THE WHOLE LINE, DIDN'T YOU, KID?

I BEG YOUR PARDON?

YOU KNOW — COLD, VICIOUS, BLOODTHIRSTY DEMON. GARKIN ALWAYS COULD TELL A GOOD STORY. SORRY ABOUT THE DRAMATICS. I THOUGHT A TOUCH OF COMIC RELIEF WOULD LIGHTEN AN OTHERWISE TRAGIC MOMENT.

COMIC RELIEF?

WELL, ACTUALLY I COULDN'T PASS UP THE OPPORTUNITY.

YOU SHOULD'VE *SEEN* YOUR FACE.

SO THIS IS GARKIN'S NEW PLACE, HUH? WHAT A DUMP! WHO WOULD'VE THOUGHT HE'D HAVE COME TO THIS?

COMIC RELIEF?

UM- YOU ARE A DEMON, AREN'T YOU?

HUH? OH, YEAH, I GUESS YOU COULD SAY I AM.

WELL... IF YOU DON'T MIND MY ASKING - WHY DON'T YOU ACT LIKE ONE?

SIGH EVERYBODY'S A CRITIC.

KID, WOULD YOU BE HAPPIER IF I TORE YOUR THROAT OUT?

UM, WELL... IF YOU PUT IT *THAT* WAY...

FOR THAT MATTER, WHO **ARE** YOU ANYWAY? YOU COME WITH THE ASSASSIN?

NO! *WITH HIM, GARKIN!* *I'M... I* **WAS** *HIS STUDENT!*

NO KIDDIN'- GARKIN'S *APPRENTICE?*

PLEASED TO - WHAT'S WRONG?

UH - WELL, YOU *ARE* A DEMON...

YEAH, SO?

EXIT

WELL, DEMONS ARE SUPPOSED TO BE...

BE WHAT?

UM... COLD, VICIOUS AND BLOODTHIRSTY?

HEY, KID, RELAX—I DON'T BITE. I'M AN OLD BUDDY OF GARKIN'S.

I THOUGHT YOU SAID YOU WERE A DEMON.

THAT'S RIGHT. I'M FROM ANOTHER DIMENSION. A DIMENSION TRAVELLER. "DEMON" FOR SHORT.

GET IT?

WHAT'S A DIMENSION?

ARE YOU *SURE* YOU'RE GARKIN'S APPRENTICE? HE HASN'T TOLD YOU ANYTHING AT ALL ABOUT DIMENSIONS?

WELL, A DIMENSION IS ANOTHER WORLD. ACTUALLY, ONE OF ANY NUMBER OF WORLDS EXISTING SIMULTANEOUSLY WITH THIS ONE··· BUT ON DIFFERENT VIBRATORY PLANES.

FOLLOW ME?

NO.

NO! I MEAN YES; I'M HIS APPRENTICE. BUT HE NEVER SAID ANYTHING—

SIGH.

WELL, JUST ACCEPT THAT I'M FROM ANOTHER WORLD. NOW IN THAT WORLD I'M A MAGICIAN, JUST LIKE GARKIN. WE HAD AN EXCHANGE PROGRAM GOING WHERE WE COULD SUMMON EACH OTHER ACROSS THE BARRIER TO IMPRESS OUR RESPECTIVE APPRENTICES.

I THOUGHT YOU SAID YOU WERE A DEMON.

I *AM!* LOOK, KID, IN MY WORLD *YOU'D* BE A DEMON. I'M IN YOURS, SO *I'M* A DEMON!

THOUGHT YOU SAID YOU WERE A MAGICIAN.

LOOK... KID...

LET ME TRY IT THIS WAY···

ARE YOU GONNA SHAKE MY HAND OR AM I GONNA RIP YOUR HEART OUT?!

HII'M3KEEVEPLEASEDTOMEETYOU!

PLEASED TO MEETCHA, KID. I'M AAHZ.

OZ?

NO RELATION.

RELATION TO WHAT?

NEVER MIND. HUMPH. THERE'S CERTAINLY NOTHING HERE TO AROUSE THE GREEDY SIDE OF HIS FELLOW BEINGS. EARLY PRIMITIVE – ENDURING DECOR, BUT HARDLY SOUGHT AFTER.

WE LIKE IT.

CRAK!

DON'T GET YOUR BACK UP, KID. I'M JUST LOOKING FOR A MOTIVE.

MOTIVE?

A REASON FOR SOMEONE TO OFF OLD GARKIN. I'M NOT BIG ON VENGEANCE, BUT HE **WAS** A DRINKING BUDDY OF MINE AND IT'S GOT MY CURIOSITY UP.

HOW ABOUT YOU, KID? CAN YOU THINK OF ANYTHING? YOU'VE GOT A VESTED INTEREST IN THIS TOO, YOU KNOW– **YOU** MIGHT BE THE NEXT TARGET.

ME?! BUT THE GUY WHO DID IT IS DEAD.

DOSEN'T THAT FINISH IT?

WAKE UP, KID. SEE? GOLD CLOAK. THIS WAS A PROFESSIONAL ASSASSIN. SOMEBODY **HIRED HIM**, AND COULD HIRE ANOTHER ONE.

HELLO... WHAT'S THIS?

CLUNK

THUMP

SEEMS LIKE **I'M** NOT THE ONLY DEMON ABOUT.

A DEVIL!

A WHAT? OH, A DEEVIL. NO, IT'S NOT FROM DEVA. IT'S FROM **IMPER**. AN IMP. DIDN'T GARKIN TEACH YOU ANYTHING?

WHAT?

HEY– WAIT A MINUTE. WHAT'S THIS?

IT LOOKS LIKE A CROSSBOW.

WITH HEAT SEEKING, ARMOR-PIERCING QUARRELS? IS THAT GOVERNMENT ISSUE IN THIS WORLD?

HEAT SEEKING...

NEVER MIND, KID, I DIDN'T THINK SO.

THIS DEFINITELY DOES NOT LOOK GOOD.

TAP TAP

NOW THE QUESTION IS (CRUNCH) WHO WOULD BE *CRASS* ENOUGH ... (CRUNCH CRUNCH CRUNCH)

... TO HIRE AN IMP (MUNCH) FOR AN ASSASSIN. (GULP CRUNCH)

THE ONLY ONE I CAN (SLURRRP! AH!) THINK OF IS ISSTVAN (GULP) BUT THAT'S IMPOSSIBLE.

ARF GAG RETCH

OH – YOU'VE HEARD OF HIM?

WHY–

YES! THAT WAS THE NAME THE ASSASSIN GAVE!

ISSTVAN! THIS CHANGES EVERYTHING - IF HE'S UP TO HIS OLD TRICKS THEN THERE ISN'T A MOMENT TO LOSE.

WAIT A MINUTE – WHAT'S GOING ON?

HEY! YOU SAID I MIGHT BE A TARGET!

TAKE TOO LONG TO EXPLAIN, KID. SEE YOU.

YEAH – WELL, THAT'S THE WAY IT CRUMBLES. TELL YOU WHAT – START RUNNING.

COULDN'T YOU HELP ME?

COULDN'T I COME WITH YOU?

NO TIME. I'VE GOTTA MOVE.

YOU'D JUST GET IN THE WAY – AND MIGHT EVEN GET ME KILLED.

BUT WITHOUT YOU *I'LL* BE KILLED!

TELL YOU WHAT, KID, I'VE REALLY GOT TO GET GOING – BUT JUST TO SHOW YOU I THINK YOU'LL SURVIVE, I'LL SHOW YOU A LITTLE TRICK YOU MIGHT USE SOMETIME. YOU SEE ALL THIS CRUD GARKIN USED TO BRING ME ACROSS THE BARRIER? WELL, IT'S NOT NECESSARY.

WATCH CLOSE AND I'LL SHOW YOU HOW WE DO IT WHEN THE APPRENTICES AREN'T AROUND.

CRACK- SNAP!! RAK-AK! POP-KRAK!

BIG!

?

HUMPH.

WIGGLE WIGGLE

POP!

IS - SOMETHING WRONG?

YOU BETTER *BELIEVE* THERE'S SOMETHING WRONG - IT'S NOT WORKING!

ARE YOU SURE YOURE DOING IT RIGHT?

YES, I'M SURE I'M DOING IT RIGHT - - AS SURE AS I'VE BEEN THE LAST 50 TIMES I DID IT.

CAN YOU-

LOOK, KID, IF I KNEW WHAT WAS WRONG ID'VE *FIXED* IT ALREADY. NOW ***SHUT UP*** AND LET ME **THINK!**

OH NO.

THAT'S GOT TO BE IT! GARKIN, YOU ILLCONCEIVED SON OF A WOMBAT-
WHAT'S A WOMBAT?

WOMBAT

NEVER MIND-I DON'T WANT TO KNOW

☆!☠ऋ!
AAHZ- WHAT'S THE MATTER?
GARKIN DID THIS TO ME - GARKIN, THAT NO GOOD GOATFISH! GARKIN, YOUR LOUSY···

-TEACHER.

SKEEVE··· GOLLY, I GUESS I HAVEN'T BEEN CLEAR ABOUT THINGS.

UM, THAT'S OKAY- I WAS JUST WONDERING···
YOU SEE, SKEEVE, THE SITUATION IS THIS. GARKIN AND I HAVE BEEN PLAYING JOKES ON EACH OTHER FOR SOME TIME NOW. IT STARTED ONCE WHEN WE WERE DRINKING AND HE STIFFED ME WITH THE BILL···

WELL, THE NEXT TIME I SUMMONED HIM I BROUGHT HIM IN OVER A LAKE - AND HE HAD TO DO HIS DEMON ACT ARMPIT DEEP IN WATER.

HE GOT EVEN BY...

...WELL, I WON'T BORE YOU WITH DETAILS. BUT WE'VE GOTTEN INTO THE HABIT OF PUTTING EACHOTHER INTO THESE EMBARASSING SITUATIONS.

BUT *THIS* TIME - THIS TIME THE OLD FROG KISSER'S GONE TOO FAR.

DON'T YOU AGREE?

YOU STILL HAVEN'T TOLD ME WHAT'S *WRONG*.

WHAT'S WRONG IS THAT STINKING SLIME MONGER TOOK AWAY MY POWERS!

I CAN'T DO A FLAMING *THING* UNLESS HE REMOVES HIS STUPID, PRANKISH SPELL AND HE CAN'T 'CAUSE HE'S *DEAD!*

COMPRENDO, FLYBAIT?

WELL, IF THERE WAS ANYTHING I COULD DO...

THERE *IS*, SKEEVE. MY BOY - ALL YOU HAVE TO DO IS FIRE UP THE OLD CAULDRON OR WHATEVER AND REMOVE THIS SPELL!

I CAN'T DO THAT.

WHAT DO YOU WANT? BLOOD? IF YOU'RE TRYING TO HOLD ME UP, I'LL...

I CAN'T DO IT BECAUSE I *CAN'T* DO IT. I DON'T KNOW *HOW!*

HUMM. THAT COULD BE A PROBLEM. WELL, JUST POP ME BACK INTO MY OWN DIMENSION AND I'LL GET SOMEONE THERE TO TAKE IT OFF.

I CAN'T DO THAT EITHER. REMEMBER I TOLD YOU I'VE NEVER EVEN *HEARD* OF DIMENSIONS!

WELL—WHAT CAN YOU DO?
I CAN LEVITATE OBJECTS··· WELL, SMALL OBJECTS.
AND···
AND··· UM··· I CAN LIGHT A CANDLE.
LIGHT··· A··· CANDLE.
WELL··· ALMOST
KID, HAVE YOU GOT ANYTHING IN THIS DUMP TO DRINK?
I'LL GET YOU SOME WATER.
I SAID SOMETHING TO DRINK— NOT SOMETHING TO WASH IN!
WHAT WILL THIS DO? WILL IT HELP YOU GET YOUR POWERS BACK?
NO—BUT IT MIGHT MAKE ME FEEL BETTER.
IS THIS THE BIGGEST CONTAINER YOU GOT?
UH···
AH— THERE'S THE THING.
BUT··· BUT··· IT'S STILL FULL OF···
OF···
··· IT'S ALSO VERY HEAVY···
GULP GULP GULP
AH— THAT'S BETTER.
SLURP!
BUT··· BUT THAT'S GARKIN'S BRAZIER.
CRUNCH CRUNCH

WELL, KID – IT LOOKS LIKE WE'RE STUCK WITH EACH OTHER. THE SET UP ISN'T IDEAL BUT IT'S TIME TO BITE THE BULLET AND PLAY THE CARDS WE'RE DEALT.

YOU *DO* KNOW WHAT CARDS **ARE**, DON'T YOU?

OF COURSE.

GOOD.

WHAT'S A BULLET?

URG!

KID – THERE'S A GOOD CHANCE THAT THIS PARTNERSHIP IS GONNA DRIVE ONE OF US CRAZY. UNLESS YOU KNOCK OFF THE DUM-DUM QUESTIONS EVERY OTHER SENTENCE, IT'S GONNA BE *ME!*

BUT I CAN'T UNDERSTAND HALF OF WHAT YOU'RE SAYING.

TELL YA WHAT. TRY TO SAVE UP THE QUESTIONS AND ASK THEM *ALL* AT ONE TIME, ONCE A DAY. OKAY?

I'LL TRY.

GREAT! NOW HERE'S THE SITUATION AS I SEE IT. IF ISSTVAN IS HIRING IMPS FOR ASSASSINS ...

WHAT'S AN IMP?

GULP! GULP! GULP!

BETTER. NOW, WHAT WAS I TALKING ABOUT?

RIGHT.

GLAK!!

– IMPS.

IF ISSTVAN'S HIRING IMPS AND ARMING THEM WITH NON-SPEC WEAPONS IT CAN ONLY MEAN HE'S UP TO HIS OLD TRICKS. NOW, SINCE I DON'T HAVE *MY* POWERS, I CAN'T GET OUT OF HERE TO SOUND THE ALARM. THAT'S WHERE *YOU* COME IN, KID...

WE'LL...

WHAT THE HELL'S THE MATTER WITH YOU ?!!

I'M SORRY, AAHZ-

I DON'T UNDERSTAND A SINGLE THING YOU'VE SAID.

SUCKER

SIGH.

HEY, KID, DON'T BEAT ON YOURSELF. IT'S NOT YOUR FAULT IF GARKIN WAS TIGHT WITH HIS SECRETS.

NOBODY EXPECTS YOU TO KNOW SOMETHING YOU WEREN'T TOUGHT.

I JUST FEEL SO *STUPID.*

I'M NOT USED TO FEELING STUPID.

YOU AREN'T STUPID, KID - GARKIN WOULDN'T HAVE TAKEN YOU FOR AN APPRENTICE IF YOU WERE.

IF ANYBODY HERE'S STUPID - IT'S *ME.* I GOT SO CARRIED AWAY THAT I TRIED TALKING TO AN APPRENTICE AS IF HE WERE A FULL BLOWN MAGICIAN. NOW *THAT'S* STUPID.

HEY, KID - RIGHT NOW YOU CAN DO MORE MAGIC THAN *I* CAN.

BUT YOU *KNOW* MORE.

EXIT

BUT I CAN'T *USE* IT!

SNIFF

YOU KNOW, KID, THAT GIVES ME AN IDEA- WITH OLD GARKIN DEAD THERE, YOU'RE KIND OF CUT OFF. WHAT SAY YOU SIGN ON AS **MY** APPRENTICE FOR AWHILE. WE'LL TAKE IT FROM THE TOP, WITH ME TEACHING YOU AS IF YOU WERE A NEW STUDENT WHO DIDN'T KNOW A THING.

WHAT DA YA SAY?

2+2= X X X 4!

GEE - THAT SOUNDS ***GREAT***, AAHZ!

YES IT DOES, DOESN'T IT?

EXIT

THEN IT'S A DEAL?

IT'S A ***DEAL!***

WHAT'S THAT?

EXIT

BUT...

BUT YOU SAID...

MY WORD ISN'T **GOOD** ENOUGH FOR YOU?

THAT'S RIGHT - YOU'RE MY APPRENTICE NOW: FIRST LESSON:

I DON'T GO AROUND SHAKING HANDS WITH ***APPRENTICES!!***

GOT THAT?

YES, MASTER AAHZ.

GOOD. HERE'S YOUR SECOND LESSON.

IN A CRISIS YOU DON'T WASTE ENERGY WISHING FOR *INFO* AND SKILLS *YOU* AIN'T GOT. NOW SHUT UP WHILE I FILL YOU IN ON THE SITUATION··· APPRENTICE.

NOW YOU KNOW A LITTLE ABOUT DIMENSIONS AND THAT MAGICIANS CAN OPEN PASSAGES BETWEEN THEM. WELL, VARIOUS MAGICIANS USE THAT POWER FOR VARIOUS REASONS. GARKIN USED TO OPEN THE BARRIERS JUST FOR LAUGHS. OTHERS DO IT FOR PROFIT...

Y'SEE, DIFFERENT DIMENSIONS HAVE DIFFERENT TECHNOLOGIES SOME MAGICIANS - SMUGGLERS REALLY - USE THIS TO THEIR OWN ADVANTAGE. THEY BUY AND SELL TECHNOLOGIES ACROSS BARRIERS TO GAIN POWER MOST OF THE INVENTORS IN ANY DIMENSION ARE, IN FACT, CLOSET MAGICIANS.

NOW, ACTUALLY THEY'RE A FAIRLY ETHICAL BUNCH, BUT ONCE IN A WHILE YOU GET A BAD ONE WHO WON'T ADHERE TO THE SMUGGLER'S CODE - YOU *DON'T* PROVIDE ADVANCED TECHNOLOGY TO A BACKWARD DIMENSION.

WHICH BRINGS US TO ISSTVAN...

SOME SAY ISSTVAN ISN'T PLAYING WITH A FULL DECK - I THINK HE'S BEEN PLAYING WITH HIS WAND TOO MUCH - BUT WHATEVER - HE WANTS TO RULE THE DIMENSIONS. ALL OF THEM. HE'S TRIED IT BEFORE, BUT WE GOT WIND OF IT IN TIME AND A BUNCH OF US TEAMED UP AND STOPPED HIM. THAT WAS WHEN I FIRST MET GARKIN. I THOUGHT ISSTVAN HAD GIVEN UP AFTER HIS LAST DRUBBING. AND NOW THIS.

"POWER. EACH DIMENSION HAS A CERTAIN AMOUNT OF MAGIC POWER WHICH IS SHARED BY THAT WORLD'S MAGICIANS. IF ISSTVAN CAN ELIMINATE ALL THE OTHER MAGICIANS HE CAN USE ALL THE MAGICAL ENERGY TO ATTACK ***ANOTHER*** DIMENSION. IF HE WINS ***THERE*** HE HAS THE ENERGY OF **TWO** DIMENSIONS TO DRAW ON TO ATTACK A THIRD AND SO ON. THE LONGER HE GOES, THE STRONGER HE'LL GET - AND THE HARDER HE'LL BE TO STOP."

BUT ***WHY*** DOES HE WANT TO TAKE OVER EVERYTHING?

WHY... I **UNDERSTOOD** THAT.

GOOD. THEN YOU UNDERSTAND **WHY** WE'VE GOT TO STOP HIM.

WE? YOU MEAN US? YOU AND ME?!

I KNOW. IT'S NOT MUCH BUT IT'S ALL WE GOT.

AAHZ - TELL ME THE TRUTH - DO YOU THINK YOU CAN TEACH ME ENOUGH TO HAVE A CHANCE OF STOPPING HIM?

OF ***COURSE***, KID. I WOULDN'T EVEN ***TRY*** IF WE DIDN'T HAVE A CHANCE.

WHY - WE'LL BE ***FAMOUS*** FOR THIS! LIKE NAPOLEON AT WATERLOO - CUSTER AT THE LITTLE BIG HORN - THE *LIGHT BRIGADE* AT BALACLAVA...

GEE, AAHZ - YOU REALLY THINK SO?

KID - WHY WOULD ***I*** LIE TO YOU?

TO BE CONTINUED!...